

AGB-ALOE-USA

GAMEBOY ADVANCE

the LORD of the RINGS™

+ THE FELLOWSHIP OF THE RING +



INSTRUCTION BOOKLET

BLACK
LABEL
GAMES

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

TABLE OF CONTENTS

Introduction	2
The Controls	4
The Pause Menu	6
The Fellowship	7
A Guide to Traveling Through Middle-earth.	9
Inventory Menu	10
Character Status	14
Battling Enemies	16
Items	18
Enemies	22
Like the Game So Far?	23
Customer Support	24
Credits	25
Limited Warranty	27

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THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

The Ring Once Lost Has Now Been Found...

Many years have come and gone since Bilbo discovered the Ring in the cave of the creature Gollum and made away with it.

Obsessed with the Ring's recovery, Gollum set forth to find it. Year after year, he searched for Bilbo, continuing his seemingly endless quest until captured by the Dark Lord Sauron. The Dark Lord also sought the Ring, which thousands of years before had empowered him to enslave the free races of Middle-earth.

Under torture, Gollum revealed that Bilbo had stolen the Ring. Now, unknown to Bilbo, events are brewing which will forever change the course of the world.

BEGINNING THE JOURNEY

Insert the *Lord of the Rings: The Fellowship of the Ring* Game Pak into your Game Boy® Advance and turn the power ON. Press START when the title screen appears.

START A NEW GAME

From the main game menu, first-time players select NEW GAME. If you have previously saved a game, saving after beginning a new game will overwrite your previous save file.

CONTINUING A GAME

If you have saved a game, select CONTINUE GAME, to continue from where you saved.



THE CONTROLS



GAME COMMANDS

	REAL TIME	COMBAT	INVENTORY
+Control Pad	Move Character	Move Cursor	Move Cursor/Change Selection
A Button	Context-sensitive action	Select Choice/Target	Select Item/Confirm Selection
B Button	Use an Active Special Ability	Use an Active Special Ability	Cancel
L Button	Open Fellowship Select Menu	Not Used	Not Used
R Button	Open Inventory Menu	Not Used	Not Used
SELECT	Not Used	Not Used	Not Used
START	Pause Menu	Pause Menu	Pause Menu

THE PAUSE MENU

To pause at any time, press START. The Pause Menu will allow you to change options as well as save your current game.

OPTIONS

Before beginning your journey, you may select from the following OPTIONS:

- ⌘ *Music On/Off*: Toggle to turn music on or off.
- ⌘ *Music On/Off*: Toggle to turn sound effects on or off.
- ⌘ *Credits*: Watch the credits for the game.

All of these options can be changed by selecting OPTIONS from the Pause Menu. However, the main game menu also contains the option ERASE GAME MEMORY. Select this option to delete all current saved games.

THE FELLOWSHIP

The Fellowship will grow as you meet more people on your travels. However, when Frodo begins his journey, he knows only a few people who can help him on his way.

FRODO BAGGINS (HOBBIT)

Frodo, the heir of Bilbo, has spent his life in the Shire and does not wish to leave it. But the Ring is his responsibility and he must strive to combat the evil that menaces the Shire and the rest of Middle-earth. He is the Ringbearer.



SAMWISE GAMGEE (HOBBIT)

Sam, Frodo's gardener and loyal friend, is the son of the Gaffer, Hamfast Gamgee. Sam is not conventionally smart, but he thinks with his heart, which never fails him.



PEREGRIN "PIPPIN" TOOK (HOBBIT)

Pippin is young, a bit foolish, and impulsive in his actions. He is the son of the Thain of the Shire, a member of the Hobbit aristocracy. Although he does not have Merry's noble bearing, he has a good heart.



MERIADOC "MERRY" BRANDYBUCK (HOBBIT)

Merry, the son of the Master of Buckland, is one of Frodo's two best friends (along with Pippin). His noble bearing betrays his aristocratic lineage.

GANDALF (WIZARD)

Gandalf looks like a wise, old man, yet moves as if he were much younger. He convinced Bilbo to journey beyond the Shire—resulting in Bilbo's discovery of the One Ring—and does the same for Frodo once he learns the true nature of the Ring.



A GUIDE TO TRAVELING THROUGH MIDDLE-EARTH

Just walk up to an object or a person until you are directly in front of it, and if you can interact with it, an icon will appear over it. Then, simply press the A Button to do any of the following (note that the combat option has been removed with the enemies:



Player is facing...

A friendly or neutral characterStart a conversation

An itemPick up

A door, chest or drawerOpen

Press the A Button

EXPLORATION

As you embark on your journey, you will see many paths before you. Be sure to explore them as they could provide you with useful items and information.

SAVING THE GAME

If at any time during your travels you wish to save your progress, simply access the Pause Menu by pressing START and select SAVE GAME. You may continue this game later by choosing CONTINUE GAME from the Main Menu.

INVENTORY MENU

After opening the Inventory Menu, you will notice that there are two types of inventory: Equipped and General. You can move freely between these different types of inventory by simply using the +Control Pad. To change the currently selected character, select the portrait of the current Fellowship member to bring up the Fellowship Select Menu.

GENERAL INVENTORY



General Inventory holds all items that are not in use but are currently being carried by the character. Using the cursor, you can highlight the item that you wish to use, equip, wear, give, or drop. To select an item, simply press the A Button. This will “pick up” the item. Press the A Button again to bring up a menu relevant to the use of the item.

After “picking up” the item, you may move it freely using the +Control Pad. This will allow you to move it to a different inventory slot (including to the appropriate equipped inventory slot) or perform a number of tasks by carrying it out into the world. Some options include:

- ✖ **Give:** Place the item over the person you wish to give it to and press the A Button.
- ✖ **Use/Apply:** Place the item over the object or character you wish to use it on and press the A Button.
- ✖ **Drop:** When the item is selected, choose the drop option to drop the item into the world. The item will appear at your character’s feet.

EQUIPPED INVENTORY

These inventory slots show all the items you are currently using or wearing. Many items will equip automatically if the appropriate slot is unoccupied. For instance, if you pick up a sword and one of your action slots is open, it will automatically be placed in that slot.

There are five areas on each character that can be equipped:

- ⊕ **Action Slots (2):** These two areas can be seen on the far left of the equipped inventory. These special slots are reserved for items usually held in the hands (e.g., weapons, shields), as well as items that may be used on the spur of the moment (such as magical items).
- ⊕ **Head:** For helmets, masks, or anything similar
- ⊕ **Body:** For clothes, armor, and the like
- ⊕ **Feet/Legs:** For boots, shoes, and similar items

You may move equipped items in the same manner as general inventory, by selecting them (“picking them up”) and moving them where you would like them to be. Placing an equipped item into a general inventory slot un-equips the item.

CHARACTER STATUS

This shows a character's status. As you progress through the game, your character's stats will increase. This area of the Inventory Menu will keep you informed of what your character's current stats and abilities are.

SKILL AND HEALTH

Each character has two main stats:

- ✖ Skill: ability to fight or cast spells
- ✖ Health: amount of damage a character can take before becoming unconscious; each character has a maximum health and a current health

MAGIC

The ability to cast spells is unique to Gandalf. As you progress through the world, Gandalf will gain access to tomes and scrolls of lore and knowledge that will allow him to create new spells. Gandalf has a meter representing his Spirit, which is depleted with each spell he casts. He will need to rest to replenish it. If all his Spirit runs out, Gandalf will not be able to cast a spell.

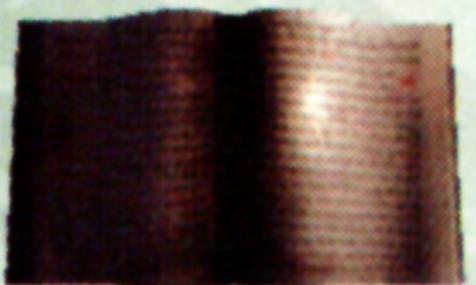
SPELLS

Here are some spells you may discover during your journey:



Fiery Blast

The target will burst into flames and take damage while aflame.



Knowledge

This reveals all hidden doors and traps, and gives clues to some puzzles.

Weapon Shield

This shield of swirling wind defends against handheld weapons such as swords and axes.



BATTLING ENEMIES

The game switches to Combat Mode when you encounter a hostile enemy. As soon as the battle begins, action will stop and all enemies and Fellowship members will remain where they are. You will then enter turn-based combat.

COMBAT MODE

Combat Mode is turn based. During each turn, you will be able to determine the actions the Fellowship needs to take to defeat its enemies. It is important to remember that in order to attack, a character must be armed with a weapon...any weapon. When a Fellowship member takes a turn, he may perform a variety of actions.

ATTACKING THE ENEMY

During a turn, you can attack any enemy you wish. Simply choose the weapon you wish to use (equipped in either of the action slots) and then choose the enemy that you wish to attack.

USING AN ITEM OR CASTING A SPELL

You may use an item from your General Inventory during a combat turn. To do this, choose an item you want to use on a character—be he friend or enemy—and place it on top of him.

After each member of the Fellowship has taken a turn, the enemy will then take his turn. Combat is resolved when either all enemies or all Fellowship members have been defeated.

WHEN A CHARACTER'S HEALTH REACHES ZERO

If a character's hit points reach zero during a battle, he will fall unconscious. In this state, he will be impervious to enemy attack and to poisons. The character will revive a few seconds after the battle in a weakened state. His skill will be reduced, healing potions and food will be only half as effective, and he will be more vulnerable to the enemy. The character will remain in this state until he obtains a level-up or reaches a healing place such as Rivendell or Lothlórien. If all characters of the Fellowship are rendered unconscious during a battle, the game will end.

ITEMS

When traveling through Middle-earth, you will find items that will prove useful in your journey.

WEAPONS



There is vast array of weapons in Middle-earth, from the most mundane to magical swords and other weapons of immense power.

Weapon	Usable by
Hobbit Stick	FR, SA, PI, ME, AR
Dagger	FR, SA, PI, ME, AR, GA, LE, BO
Sword	AR, GA, LE, BO
Bow	AR, LE
Axe	GI
Sling	FR, SA, PI, ME

(NOTE: FR=Frodo, SA=Sam, PI=Pippin, ME=Merry, AR=Aragorn, GA=Gandalf, LE=Legolas, GI=Gimli, BO=Boromir)

ARMOR

In Middle-earth there is armor of all types, many of which have an adverse effect on a character's ability to sneak effectively.



Armor

Leather Armor

Small Leather Armor

Chain Mail

Small Chain Mail

Normal Shield

Small Shield

Helmet

Small Helmet

Usable by

AR, LE, BO

FR, SA, PI, ME, GI

(NOTE: FR=Frodo, SA=Sam, PI=Pippin, ME=Merry,
AR=Aragorn, GA=Gandalf, LE=Legolas, GI=Gimli,
BO=Boromir)

FOOD

Food provides the strength needed to recover after hard-fought battles. Food is especially important to the hobbits who have less health than the others.

MAGIC ITEMS

These rare, magical items are understood and utilized only by the wisest of beings.

HEALTH ELIXIRS

These rare elixirs are created by the greatest healers of Middle-earth.

ANTIDOTE POTIONS

These potions are antidotes to any poison.

ENCHANTED ITEMS

Items enchanted by magic spells are rare but powerful. Any character can use them, but they are difficult to find.



SCROLLS OF ANCIENT KNOWLEDGE

These scrolls provide a deeper understanding of Middle-earth and the forces that flow through it. They may also improve a character's skill or knowledge.

BOOKS OF ANCIENT LORE

These tomes can unlock a new understanding of Middle-earth. Gandalf will use them to create new spells.

VARIOUS ELIXIRS AND POTIONS

Other potions confer new abilities for short periods of time. What these abilities are is a mystery. Only exploration will uncover these potions.

MISCELLANEOUS

There are many other items that can be useful on your journey. If you aren't sure what some of these items do, be careful when attempting to use them.



ENEMIES

During your journey, you will encounter enemies who may try to kill you:



ORCS

Orcs resemble Elves that have been twisted and distorted. There are many breeds of Orcs, some as small as Hobbits and others larger than humans.

TROLLS

Trolls are very large and have vicious tempers. Of low intelligence, they do not build or create. They are a distortion of the Ents, much like the Orcs, who are distorted Elves.



RINGWRAITHS

The Ringwraiths are nine human kings that have been turned into undead spirits. Slaves to the will of Sauron, they instill fear in the living.

LIKE THE GAME SO FAR?

Then log on to www.lordoftherings.com now and check out some cool things that Frodo, Gandalf and their friends are up to:

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- Desktop Wallpapers
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- Tips and Tricks
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Spyro is back for a new adventure!



Fall 2002

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